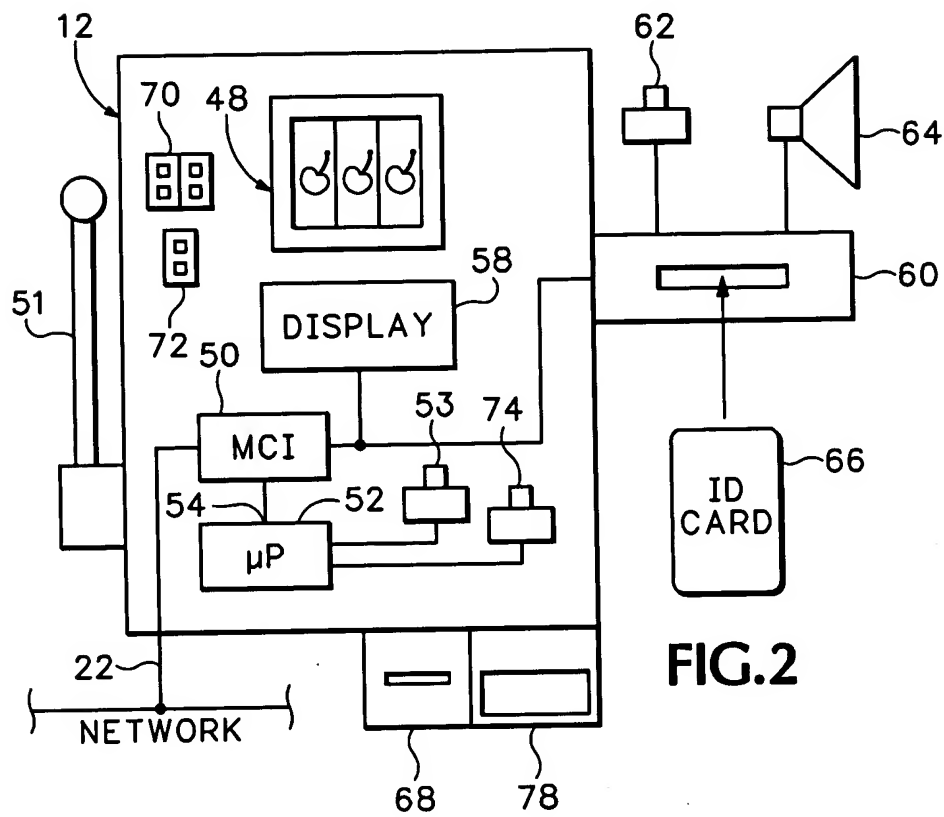
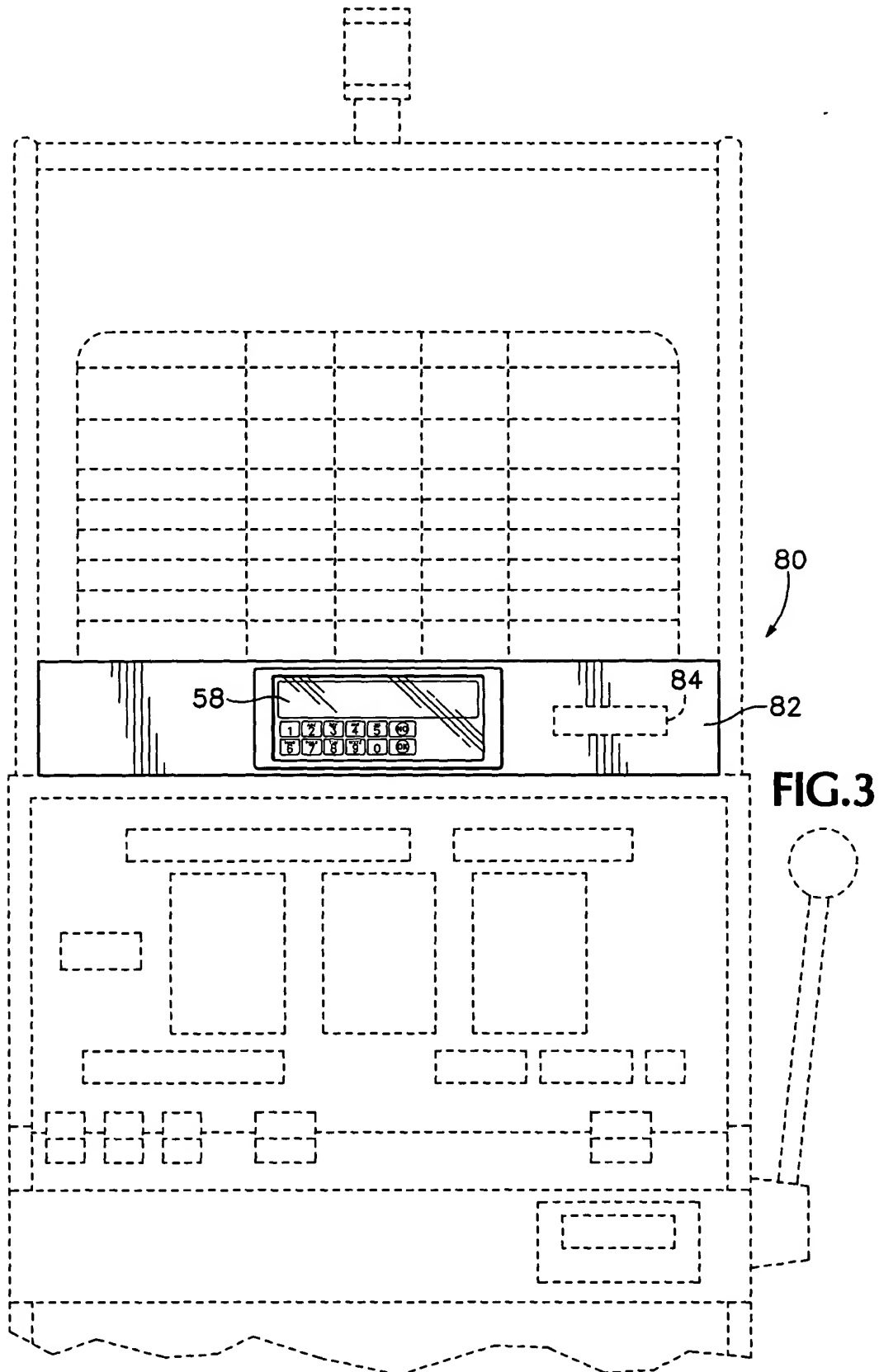


FIG.1





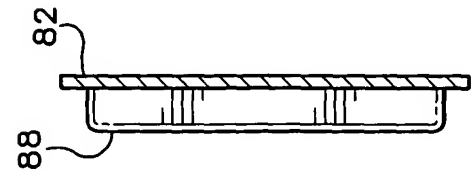


FIG. 6

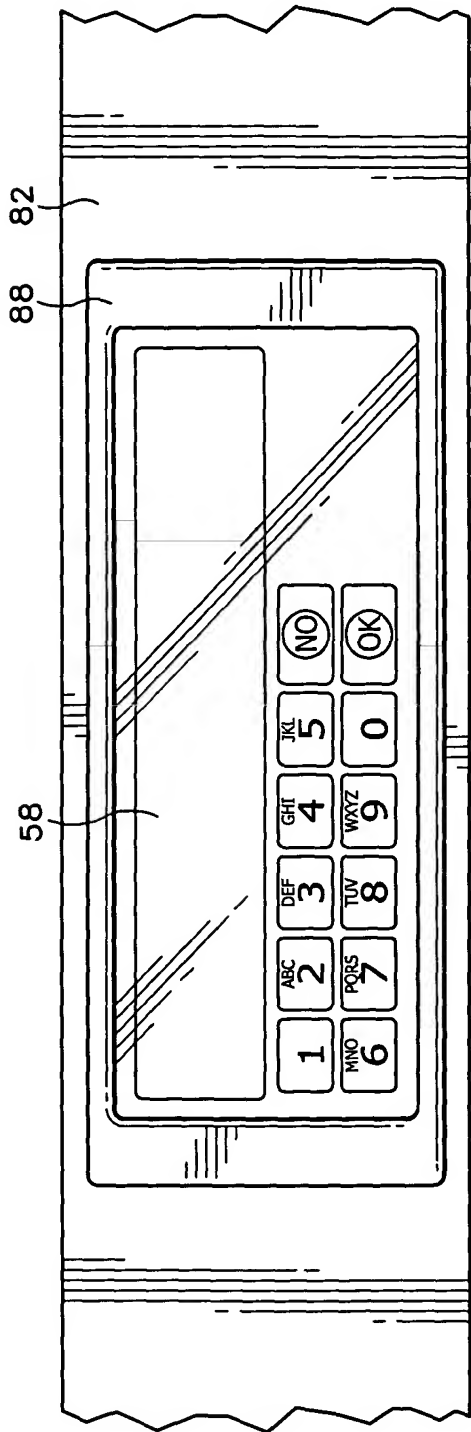


FIG. 4

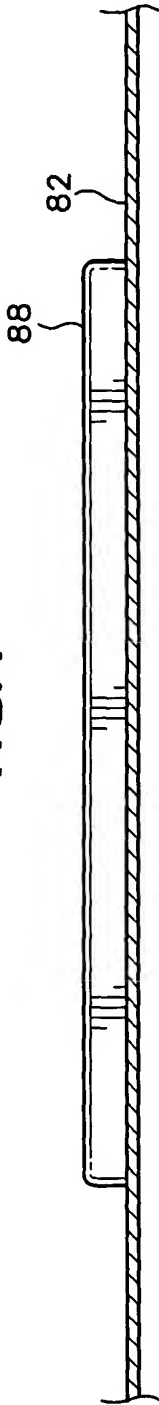


FIG. 5

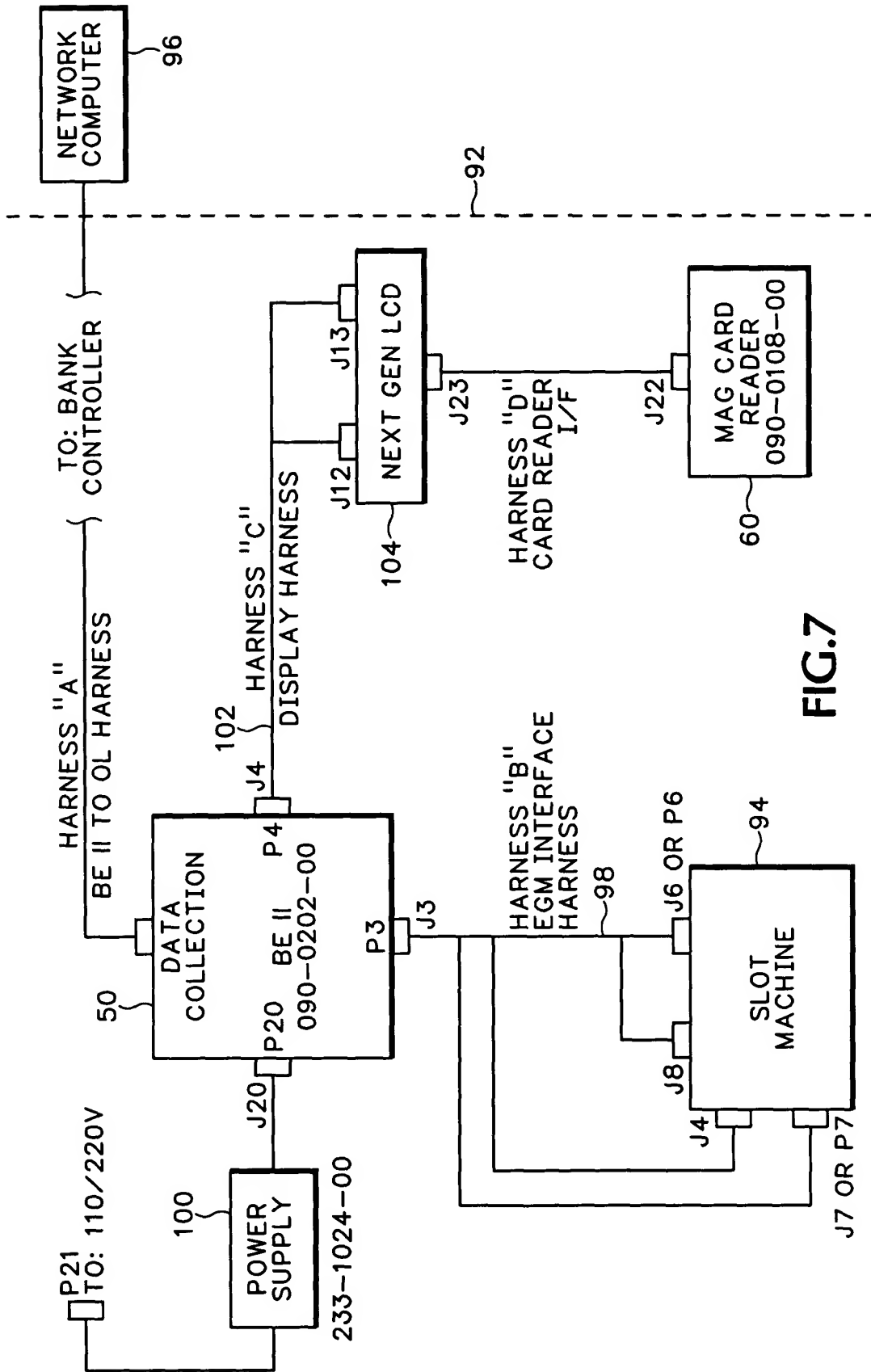


FIG. 7

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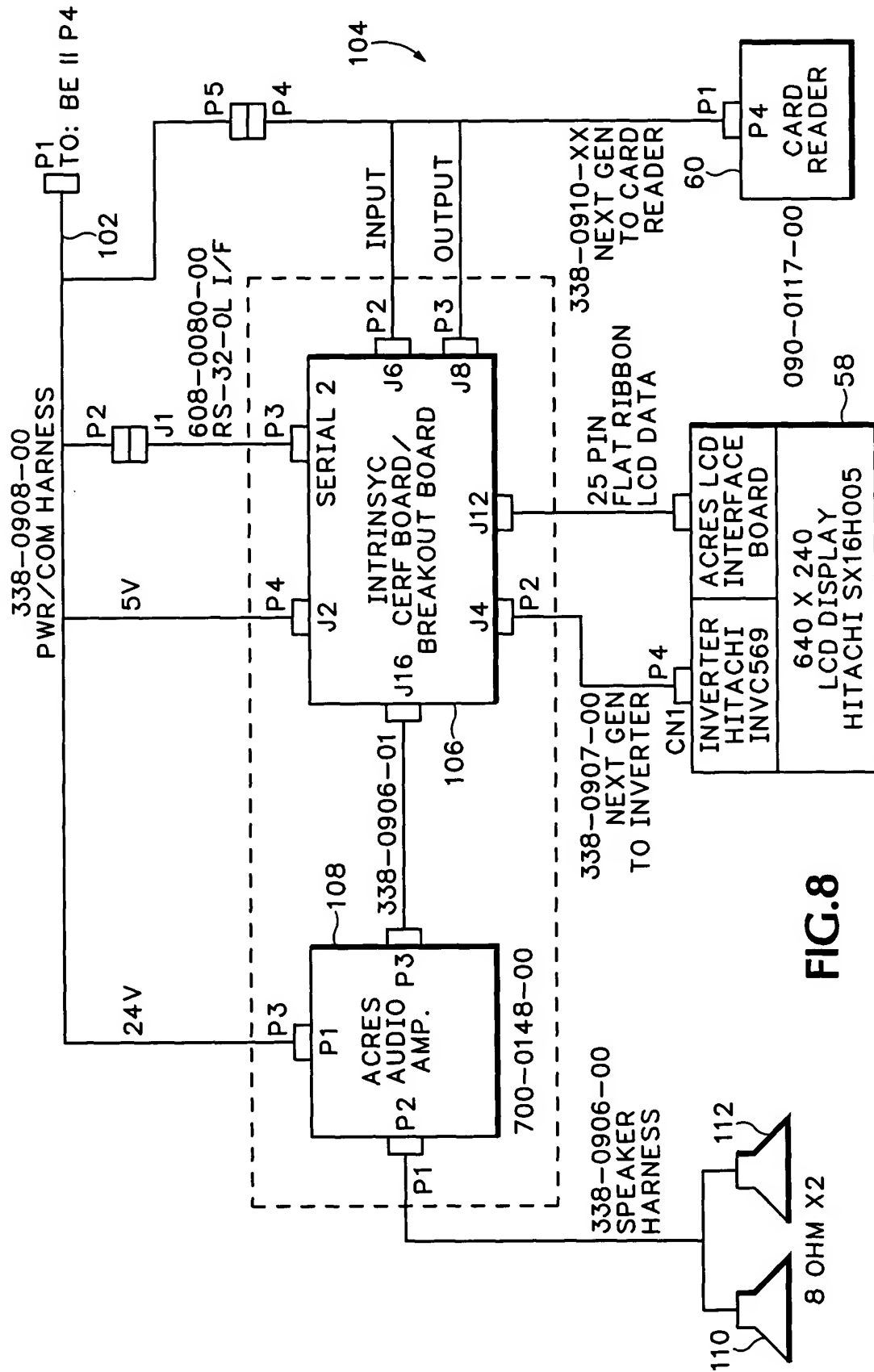
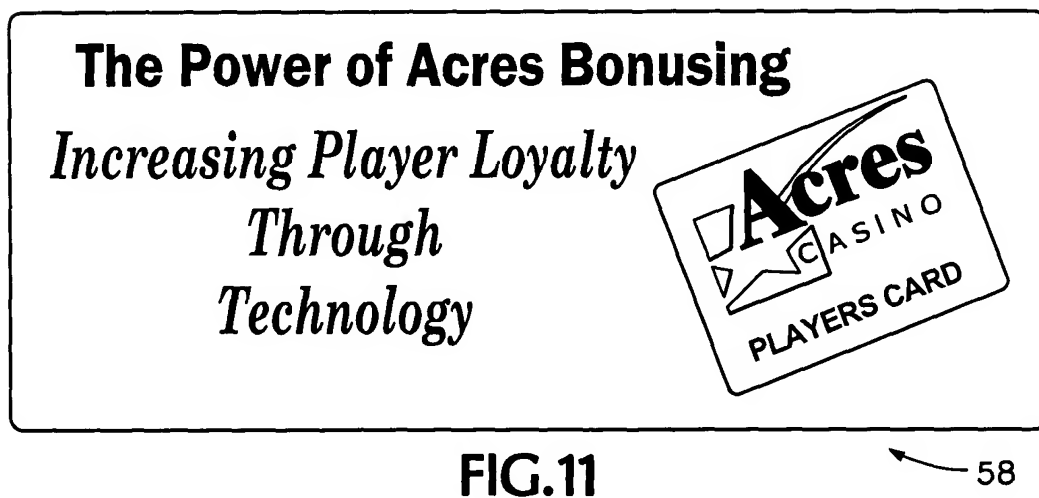
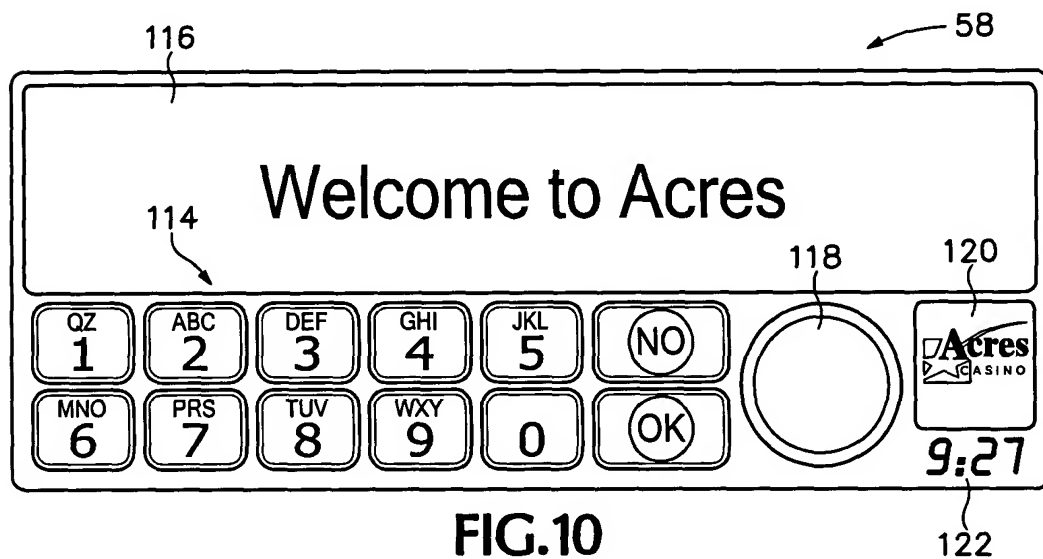
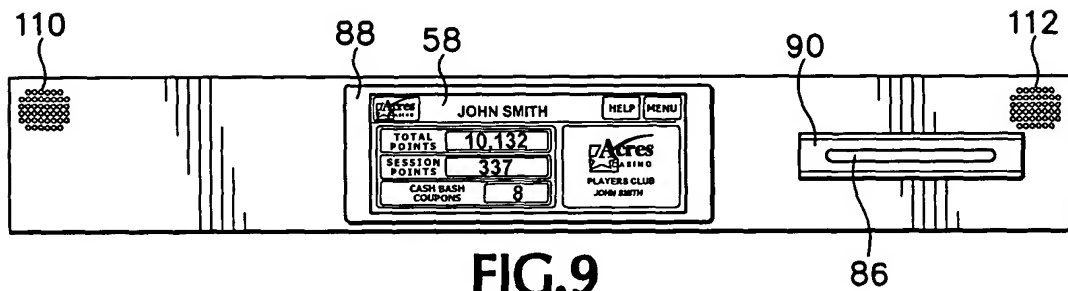
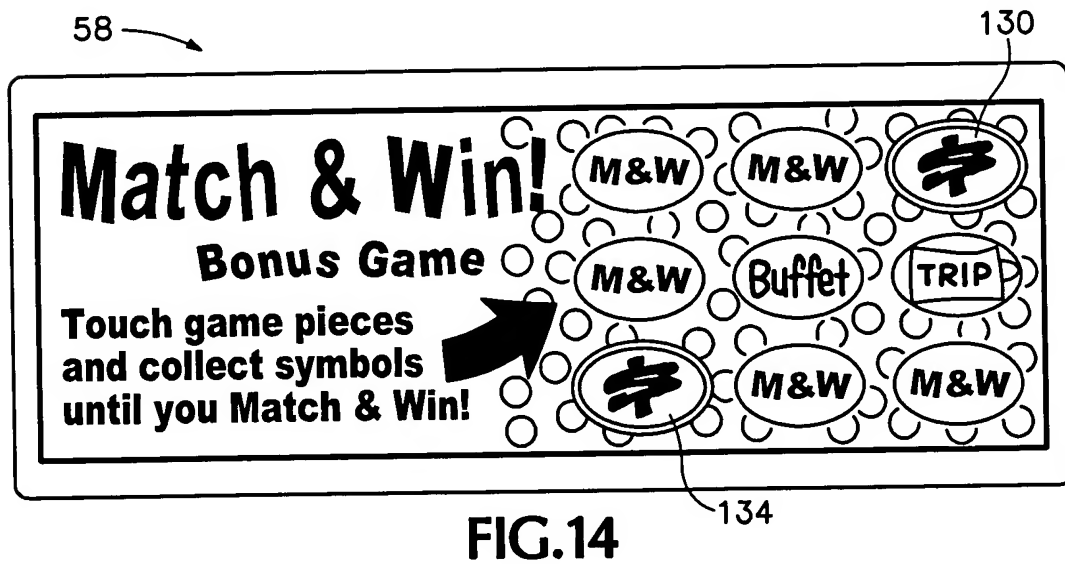
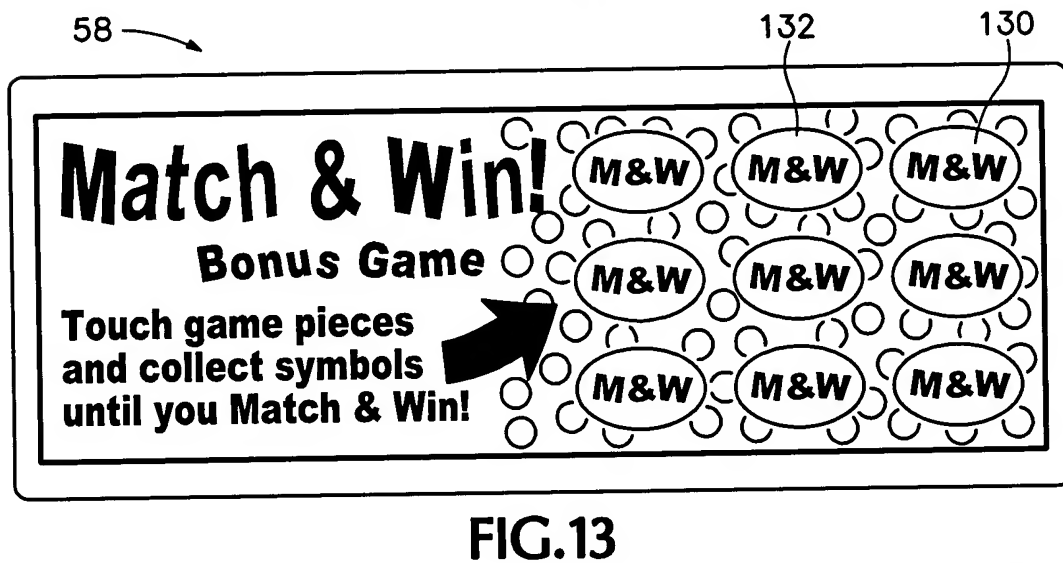
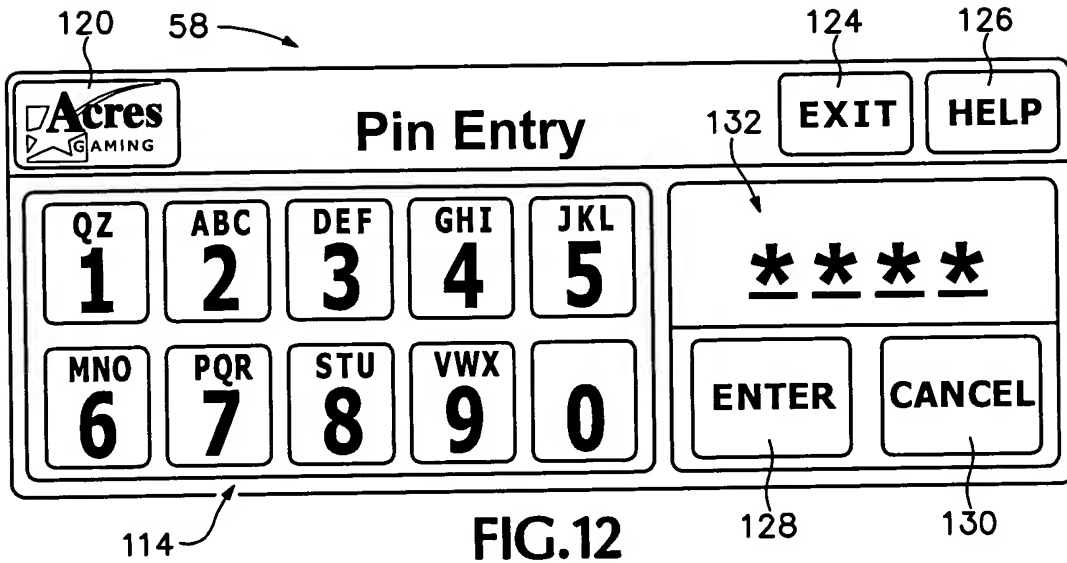


FIG. 8







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## RULE CREATOR

<u>APPLY TO:</u>	<u>TRIGGER</u>	<u>INTERFACE</u>	<u>AWARD</u>	<u>CURRENCY</u>
<input type="checkbox"/> All machines	<input type="checkbox"/> Specific Game Outcomes	<input type="checkbox"/> Animation	<input type="checkbox"/> Win Item	<input type="checkbox"/> Complementary Goods/Services
<input type="checkbox"/> Machine group 1	<input type="checkbox"/> Series of Game Outcomes	<input type="checkbox"/> Multi Animations	<input type="checkbox"/> Script Method	<input type="checkbox"/> Cash Back
<input type="checkbox"/> Machine group 2	<input type="checkbox"/> Sets of Game Outcomes	<input type="checkbox"/> Start Touch		<input type="checkbox"/> Points
<input type="checkbox"/> Machine group 3	<input type="checkbox"/> Consecutive Game Outcomes	<input type="checkbox"/> Stop Touch		<input type="checkbox"/> Extra Credit®
<input type="checkbox"/> Machine group 4	<input type="checkbox"/> X outcomes in N tries	<input type="checkbox"/> Sum of Items		<input type="checkbox"/> Promotional Credits
	<input type="checkbox"/> Outcome sets/unit time	<input type="checkbox"/> Combination Pay table		<input type="checkbox"/> Discount Coupons
	<input type="checkbox"/> Outcomes relative to others	<input type="checkbox"/> Pick x of n		
	<input type="checkbox"/> Points Earned	<input type="checkbox"/> Pick x of n until stop		
	<input type="checkbox"/> Win/Loss Per Unit of Time	<input type="checkbox"/> Match x of n		
	<input type="checkbox"/> Visitation Frequency	<input type="checkbox"/> Match x of n, faster		
	<input type="checkbox"/> Handle Per Unit of Time	<input type="checkbox"/> Take Offer, x of n		
	<input type="checkbox"/> Continuous Play	<input type="checkbox"/> Pick x of n, with redraw		
	<input type="checkbox"/> Specific Player Demographics	<input type="checkbox"/> Time Element		
	<input type="checkbox"/> Sets of Player Demographics	<input type="checkbox"/> Reveal drawing tile by tile		
	<input type="checkbox"/> Series of Player Demographics	<input type="checkbox"/> Pick a later possible prize		
	<input type="checkbox"/> Lucky Coin			
	<input type="checkbox"/> Lucky Time			
	<input type="checkbox"/> Lucky Game			
	<input type="checkbox"/> Electronic Drawing			

FIG. 15

## RULE CREATOR

<u>APPLY TO:</u>	<u>TRIGGER</u>	<u>INTERFACE</u>	<u>AWARD</u>	<u>CURRENCY</u>
<input checked="" type="checkbox"/> All machines	<input type="checkbox"/> Specific Game Outcomes	<input type="checkbox"/> Animation	<input checked="" type="checkbox"/> Win Item	<input checked="" type="checkbox"/> Complementary Goods/Services
<input type="checkbox"/> Machine group 1	<input type="checkbox"/> Series of Game Outcomes	<input type="checkbox"/> Multi Animations	<input type="checkbox"/> Script Method	<input type="checkbox"/> Cash Back
<input type="checkbox"/> Machine group 2	<input type="checkbox"/> Sets of Game Outcomes	<input type="checkbox"/> Start Touch		<input type="checkbox"/> Points
<input type="checkbox"/> Machine group 3	<input type="checkbox"/> Consecutive Game Outcomes	<input type="checkbox"/> Stop Touch		<input checked="" type="checkbox"/> Extra Credit®
<input type="checkbox"/> Machine group 4	<input type="checkbox"/> X outcomes in N tries	<input type="checkbox"/> Sum of Items		<input type="checkbox"/> Promotional Credits
	<input type="checkbox"/> Outcome sets/unit time	<input type="checkbox"/> Combination Pay table		<input type="checkbox"/> Discount Coupons
	<input type="checkbox"/> Outcomes relative to others	<input checked="" type="checkbox"/> Pick x of n		
	<input checked="" type="checkbox"/> Points Earned	<input type="checkbox"/> Pick x of n until stop		
	<input type="checkbox"/> Win/Loss Per Unit of Time	<input type="checkbox"/> Match x of n		
	<input type="checkbox"/> Visitation Frequency	<input type="checkbox"/> Match x of n, faster		
	<input type="checkbox"/> Handle Per Unit of Time	<input type="checkbox"/> Take Offer, x of n		
	<input type="checkbox"/> Continuous Play	<input type="checkbox"/> Pick x of n, with redraw		
	<input type="checkbox"/> Specific Player Demographics	<input type="checkbox"/> Time Element		
	<input type="checkbox"/> Sets of Player Demographics	<input type="checkbox"/> Reveal drawing tile by tile		
	<input type="checkbox"/> Series of Player Demographics	<input type="checkbox"/> Pick a later possible prize		
	<input type="checkbox"/> Lucky Coin			
	<input type="checkbox"/> Lucky Time			
	<input type="checkbox"/> Lucky Game			
	<input type="checkbox"/> Electronic Drawing			

FIG. 16

# RULE CREATOR

<u>APPLY TO:</u>	<u>TRIGGER</u>	<u>INTERFACE</u>	<u>AWARD</u>	<u>CURRENCY</u>
<input checked="" type="checkbox"/> All machines	<input type="checkbox"/> Specific Game Outcomes	<input type="checkbox"/> Animation	<input checked="" type="checkbox"/> Win Item	<input checked="" type="checkbox"/> Complementary Goods/Services
<input type="checkbox"/> Machine group 1	<input type="checkbox"/> Series of Game Outcomes	<input type="checkbox"/> Multi Animations	<input type="checkbox"/> Script Method	<input checked="" type="checkbox"/> Cash Back
<input type="checkbox"/> Machine group 2	<input type="checkbox"/> Sets of Game Outcomes	<input type="checkbox"/> Start Touch		<input type="checkbox"/> Points
<input type="checkbox"/> Machine group 3	<input type="checkbox"/> Consecutive Game Outcomes	<input type="checkbox"/> Stop Touch		<input checked="" type="checkbox"/> Extra Credit®
<input type="checkbox"/> Machine group 4	<input type="checkbox"/> X outcomes in N tries	<input type="checkbox"/> Sum of Items		<input type="checkbox"/> Promotional Credits
	<input type="checkbox"/> Outcome sets/unit time	<input type="checkbox"/> Combination Pay table		<input checked="" type="checkbox"/> Discount Coupons
	<input type="checkbox"/> Outcomes relative to others	<input type="checkbox"/> Pick x of n		
	<input type="checkbox"/> Points Earned	<input type="checkbox"/> Pick x of n until stop		
	<input type="checkbox"/> Win/Loss Per Unit of Time	<input checked="" type="checkbox"/> Match x of n		
	<input type="checkbox"/> Visitation Frequency	<input type="checkbox"/> Match x of n, faster		
	<input type="checkbox"/> Handle Per Unit of Time	<input type="checkbox"/> Take Offer, x of n		
	<input type="checkbox"/> Continuous Play	<input type="checkbox"/> Pick x of n, with redraw		
	<input type="checkbox"/> Specific Player Demographics	<input type="checkbox"/> Time Element		
	<input type="checkbox"/> Sets of Player Demographics	<input type="checkbox"/> Reveal drawing tile by tile		
	<input type="checkbox"/> Series of Player Demographics	<input type="checkbox"/> Pick a later possible prize		
	<input checked="" type="checkbox"/> Lucky Coin			
	<input type="checkbox"/> Lucky Time			
	<input type="checkbox"/> Lucky Game			
	<input type="checkbox"/> Electronic Drawing			

FIG. 17

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## RULE CREATOR

<u>APPLY TO:</u>	<u>TRIGGER</u>	<u>INTERFACE</u>	<u>AWARD</u>	<u>CURRENCY</u>
<input checked="" type="checkbox"/> All machines	<input checked="" type="checkbox"/> Specific Game Outcomes	<input type="checkbox"/> Animation	<input checked="" type="checkbox"/> Win Item	<input type="checkbox"/> Complementary Goods/Services
<input type="checkbox"/> Machine group 1	<input type="checkbox"/> Series of Game Outcomes	<input type="checkbox"/> Multi Animations	<input type="checkbox"/> Script Method	<input type="checkbox"/> Cash Back
<input type="checkbox"/> Machine group 2	<input type="checkbox"/> Sets of Game Outcomes	<input checked="" type="checkbox"/> Start Touch		<input type="checkbox"/> Points
<input type="checkbox"/> Machine group 3	<input type="checkbox"/> Consecutive Game Outcomes	<input checked="" type="checkbox"/> Stop Touch		<input checked="" type="checkbox"/> Extra Credit®
<input type="checkbox"/> Machine group 4	<input type="checkbox"/> X outcomes in N tries	<input type="checkbox"/> Sum of Items		<input type="checkbox"/> Promotional Credits
	<input type="checkbox"/> Outcome sets/unit time	<input type="checkbox"/> Combination Pay table		<input type="checkbox"/> Discount Coupons
	<input type="checkbox"/> Outcomes relative to others	<input type="checkbox"/> Pick x of n		
	<input type="checkbox"/> Points Earned	<input type="checkbox"/> Pick x of n until stop		
	<input type="checkbox"/> Win/Loss Per Unit of Time	<input type="checkbox"/> Match x of n		
	<input type="checkbox"/> Visitation Frequency	<input type="checkbox"/> Match x of n, faster		
	<input type="checkbox"/> Handle Per Unit of Time	<input type="checkbox"/> Take Offer, x of n		
	<input type="checkbox"/> Continuous Play	<input type="checkbox"/> Pick x of n, with redraw		
	<input type="checkbox"/> Specific Player Demographics	<input type="checkbox"/> Time Element		
	<input type="checkbox"/> Sets of Player Demographics	<input type="checkbox"/> Reveal drawing tile by tile		
	<input type="checkbox"/> Series of Player Demographics	<input type="checkbox"/> Pick a later possible prize		
	<input type="checkbox"/> Lucky Coin			
	<input type="checkbox"/> Lucky Time			
	<input type="checkbox"/> Lucky Game			
	<input type="checkbox"/> Electronic Drawing			

FIG. 18